

**Perancangan Game Ucup Goes To Mosque Sebagai Sarana
Menanamkan Nilai Kedisiplinan Waktu Melalui Shalat Fardhu Pada
Anak**

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ABSTRAK

Shalat merupakan salah satu rukun Islam, dimana shalat merupakan sebuah kewajiban bagi umat muslim karena shalat merupakan tiang agama Islam. Shalat sebaiknya diajarkan sejak dini, akan tetapi banyak anak-anak yang kurang memperhatikan shalat ketika azan sudah berkumandang karena banyak faktor yang mempengaruhinya. Pembelajaran tentang kedisiplinan shalat melalui Pendidikan Agama Islam dianggap kurang efektif. Dibutuhkan adanya sebuah media baru yang dapat membantu orangtua maupun guru pengajar untuk mengingatkan anak untuk menjalankan shalat fardhu tepat waktu. Tujuan dari perancangan game ini yaitu membantu orang tua serta pengajar untuk mengajarkan akan pentingnya shalat fardhu tepat waktu kepada anak. Melalui metode penelitian kualitatif di dapatkan salah satu masalah yang paling mendasar yang ditemukan dilapangan adalah kurangnya kepedulian orang tua untuk mengingatkan anak shalat fardhu tepat waktu karena kesibukan orang tua. Game tidak hanya dapat digunakan sebagai sarana hiburan dan pembelajaran. Selain menyediakan tantangan, game juga melibatkan player didalam permainan. Game mobile berbasis Android yang banyak di minati oleh semua kalangan dan di anggap lebih praktis menjadi pilihan dalam perancangan ini. Berdasarkan pengamatan dari pengamat perkembangan game, game yang bergenre running dan puzzle merupakan game yang fun dan adiktif, diharapkan perancangan game sebagai sarana menanamkan nilai kedisiplinan waktu melalui shalat fardhu pada anak bisa memudahkan anak untuk mengambil pesan yang didapat dalam game.

Kata Kunci

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Keywords: Anak, Disiplin, Game, Puzzle, Prayer, Running

Game Design of Ucup Goes To Mosque As A Tools To Instill Time Discipline Value of Shalat Fardhu On Children

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ABSTRACT

Shalat is one of the pillars of Islam, where prayer is an obligation for Muslims as prayer is a pillar of Islam. Prayers should be taught from an early age, but many children are paying fewer attention prayers when the azan is already reverberating due to many factors that influence it. Learning about the discipline of prayer through Islamic education are considered less effective. There needs to be a new medium that can help parents and teachers have to remind children to run the obligatory prayers on time. The purpose of the design of this game is to help parents and teachers to teach the importance of obligatory prayers on time to the children. Through qualitative research methods in getting one of the most fundamental issues were found in the field is the lack of awareness of parents to remind children Fardhu prayers on time because of busy parents. Game not only be used as a means of entertainment and learning. In addition to providing the challenge, the game also involves the player during the game. An android-based mobile game that much in the interest of all parties and is considered more practical a choice in this design. Based on the observations of the observers of game development, and the running game genre puzzle is a game that is fun and addictive, it is expected the design of the game as a means of instilling discipline value of time through prayer Fardhuhu in children may facilitate the child to take the messages that come in the game.

Keyword : Keywords: Children, Discipline, Game, Puzzle, Prayer, Running